

# How About FUMBLING



**HOME BREW**



The Ultimate Fumble Collection  
from howaboutStreaming



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## How About Fumbling v1.0

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Made for Dungeons and Dragons 5th Edition.

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It's a really nice table

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# What's the Goal?

**T**oo give extra life to those Nat 1s we roll every game, of course! Many fumble tables seem to target melee attackers and such, but this set is different! Every type of attack, check, and more is supported! Balance does come first here. Most fumbles are quick to read and implement so combat isn't bogged down. The DM can always change and modify effects to their liking.

This being said, the *howaboutFumbling* charts **ARE TO BE FEARED!** These charts contain fumbles for almost every type of roll. The descriptions for each fumble are written to assist the story, with plausible reasoning and causation.

Keep in mind that many classes of higher level and such have more attacks, and thus there are more opportunities to fumble. The following are recommended, but ultimately optional rules.

*The Table of Contents on the previous page shows all additional chart pages.*

## Fumble Saving Throws

Introducing the *Fumble Saving Throw!* Before utilizing the charts, make a d20 roll. The DC check is 10 and no modifiers may be added to this roll. Also, if the weapon is being used by someone not proficient with it, this roll is made with disadvantage. If the check is passed, the fumble is simply a failure or miss.

**Feel free to chant *Fumble Save* with everyone as the roll is made. Gets you in the mood real quick.**

## Maximums Per Turn

The person rolling has many attacks? Are they having a bad day? Well, consider putting a max on how many chart checks are allowed. The limit for attacks and ability checks are now one per turn, each.

**That Fighter with *Multiattack* will thank you. Some classes will have a harder time, and you care, don't you?**

## Wild Magic Flavor

If a caster utilizes a spell in which does not include a spell attack roll (*AOE, Utility, etc*), roll a percentile die (*d100*). The base DC is 1. For every succeeded check, the DC increases by 1, to a max of 10. If a player fails this DC, they must roll. (*Feel free to use with Fumble Saving Throw*)

**Nobody is Safe. Nothing is sacred But, would we have it any other way?**

## Double Tr(Fum)ble

A Nat 1 causes a fumble, but what about a Nat 1 on the *Fumble Saving Throw*? This results in an additional fumble chart roll. Be prepared for fumble combinations to not make any sense.

**Sometimes you impale an enemy so hard you fall over and teleport. Anyone else?**

## Cross Charting

Sometimes, for example, a magic attack using a conjured weapon might feel like a *Melee Attack Chart* fumble, and other times it may seem more like a *Spell Attack Chart* fumble. Feel free to take from whichever chart is the most useful and relevant!

**For those rare times when you think we are wrong. Don't tell anyone, or else.**

## No Roll is Safe

Hmm, not enough spice in your life? Too good at not failing miserably 5% of the time? Now, every (not really, though) ability score and skill check Nat 1s are auto fails as well! Nat 1s will never be the same...

**This might get old, fast. An easy alternative if you want to kill your players, really. They'll forgive you in time.**



# Melee Attack Chart

d20 Roll	Fumble
<b>1 -</b> Well, Damn	<i>You make a major weapon handling mistake. Some part of your used weapon becomes cracked, bent, or broken. It is now effectively a -1 weapon. It will take a DC10 Wisdom (Survival) check to mend or repair it. This will take 10 minutes. A successful check results in the removed effect. This effect does not stack, instead the weapon totally breaks and becomes nothing more than an improvised weapon on a subsequent roll.*</i>
<b>2 -</b> Unintended Target	<i>You overextend your abilities, perhaps from rage, perhaps from exhaustion. Make another attack roll against a random target within your weapons range. This target can be foe or ally. If there are none, you only miss instead.</i>
<b>3-4 -</b> Self Harm	<i>You find a way to cause dastardly infliction upon yourself. Roll standard damage of the weapon then half it. Apply this damage to yourself.</i>
<b>5-6 -</b> Buckle Up	<i>You find a way to find a way to lose your weapon in a spectacular fashion. It flies from your grip 1d4 x 10 feet away in a random direction (1d6 Hex or 1d8 Cardinal). If this would hit a creature, treat it as an improvised weapon attack.‡</i>
<b>7-8 -</b> Constrained Grip	<i>You discover it hard to hold your weapons properly for the moment. Any and all attacks on the subsequent turn will be made with disadvantage.</i>
<b>9-10 -</b> Flying Feet	<i>You trip yourself up with excessive movements. It becomes fickle to find proper footing. The first enemy to attack you will do so with advantage.</i>
<b>11 -</b> Iron Slip	<i>You make a terrible move the enemy capitalizes on. The fall is quite dramatic. You must succeed with a DC 16 (Acrobatics) check or fall prone. You can make a bonus action as you fall if you have not already. You must end your turn prone.</i>
<b>12 -</b> Feeling That Tomorrow	<i>You pull a muscle, sprain an ankle, or otherwise hinder your future performance. All attacks or ability checks requiring the ability modifier of your chosen weapon will be made with disadvantage until a short rest or long rest or you receive healing.</i>
<b>13-14 -</b> Stuck on You	<i>You make the most mighty strike! Too bad it glanced off your target and became embedded in your enemies shield, armor, the ground, a nearby wall or tree, or the ceiling. Roll damage as if you hit. The Strength DC to remove it is equal to the damage you would have done (Max of 20). This check is done with advantage if it is a finesse weapon.</i>

d20 Roll	Fumble
<b>15 -</b> Overswinger	<i>You release all of the pent up rage against your enemy and massively overswing! Your defense is compromised and the enemy gets an attack of opportunity against you (if they wish to use their reaction).</i>
<b>16 -</b> Impale Him!	<i>Your blind excitement leads you in the right direction. The attack you made is now a hit. You do half damage rolled. The only issue is that you cannot seem to get your weapon back, perhaps you sort of gave it to them? Make a DC 12 Dexterity (Sleight of Hand) check to return your property. If the check is failed, the weapon drops to the ground... or is stuck in the enemy. invoke an opportunity attack regardless of disengaging, race, class, or other feats and traits to get it back.</i>
<b>17 -</b> Armor Flake	<i>You managed to unravel the complexities holding your armor together with that last strike. Either fabric starts to get in the way or metal starts to fall off around you. If you are wearing no Armor, Light, or Medium Armor, AC is reduced by 2. If you are wearing Heavy Armor, your AC is reduced by 4. AC cannot be reduced past 9. You must spend 10 minutes repairing your equipment to cancel this effect.</i>
<b>18 -</b> Bodily Fissure	<i>You have a sudden peril in body and mind. The last strike took everything out of your vigor. If your AC is aided by a Dexterity score, recalculate it as if you have a +0. This cannot increase AC. Make a DC 16 Constitution check at the end of each turn. This effect ends on a success.</i>
<b>19 -</b> Metallic Dimple	<i>Your opponent parried your last strike and returned the favor! You hear the everlasting THUD as your armor tanks the hit (or not). You are not wearing heavy armor, take 1d4 damage. If you are wearing heavy armor, there is now a painfully compressing dent in your armor that is limiting your movements. Your speed is reduced by one half. You must spend 10 minutes hammering out the dent to cancel this effect.</i>
<b>20 -</b> Wasn't Ready for That	<i>The target made a sudden impeccable move you weren't ready for! You cannot concentrate on the task at hand as this combat is overtaking your senses. Make a DC 10 Wisdom check or lose the attack action on your next turn. If you are able to cast spells, you cannot on your next turn and you lose concentration of any spells.</i>

*\*If the item is magical, re-roll this Fumble.*

*‡If the weapon is magical or otherwise of great value, it is probable that the weapon is thrown to a safe location for re-equipping and is not destroyed nor lost. This is to the DM's discretion.*



# Ranged Attack Chart

d20 Roll	Fumble
<b>1 -</b> Well, Damn	<i>You make a major weapon handling mistake. Some part of your used weapon becomes cracked, bent, or broken. It is now effectively a -1 weapon. It will take a DC10 Wisdom (Survival) check to mend or repair it. This will take 10 minutes. A successful check results in the removed effect. This effect does not stack, instead the weapon totally breaks and becomes nothing more than an improvised weapon on a subsequent roll.*</i>
<b>2 -</b> Unintended Target	<i>You overextend your abilities, perhaps from rage, perhaps from exhaustion. Make another attack roll against a random target within your weapons range in the same direction. This target can be foe or ally. If there are none, you only miss instead.</i>
<b>3-4 -</b> Don't Hit Yourself	<i>You somehow manage to get twisted and catch yourself in the path of your projectile. Roll 1d6 damage of the same type and apply it to yourself.</i>
<b>5 -</b> Bountiful Ricochet	<i>Your aim is true, but your projectile disagrees. It flies into a deflecting surface and ricochets back into the fight. Pick a random creature within half your weapons range, within reason. The selected creature can be you or your allies. The attack is now a hit on that creature. Roll damage and half it. That creature takes the calculated damage.</i>
<b>6 -</b> Double Trouble	<i>You fumble your fingers and produce two units of ammunition as you fire your weapon. It could be called a trickshot if you hit this. You didn't. As a bonus, both units of ammunition are automatically unrecoverable and destroyed upon dispersal.</i>
<b>7-8 -</b> Constrained Grip	<i>You discover it hard to hold your weapons properly for the moment. Any and all attacks on the subsequent turn will be made with disadvantage.</i>
<b>9-10 -</b> Flying Feet	<i>You trip yourself up with excessive movements. It becomes fickle to find proper footing. The first enemy to attack you will do so with advantage.</i>
<b>11 -</b> Snap, Crackle, Crack	<i>You are pushing your weapon too far and a string, bolt, or fixture comes out of place. You can use your attack action next turn to attempt to replace it. You must succeed a DC 12 Strength or Dexterity check, whichever skill is higher, to fix the weapon.</i>
<b>12 -</b> Feeling That Tomorrow	<i>You pull a muscle, sprain an ankle, or otherwise hinder your future performance. All attacks or ability checks requiring the ability modifier of your chosen weapon will be made with disadvantage until a short rest or long rest or you receive healing.</i>

d20 Roll	Fumble
<b>13 -</b> Hard Dry Fire	<i>You realize that your weapon is lacking the ammunition required after you try to let it loose. Since this is a little straining on the weapon, make a DC 12 Dexterity check to reduce the damage done. On a failure, you have disadvantage on attack rolls. This effect is persistent. It will take 10 minutes to fix the weapon.</i>
<b>14 -</b> Take Thy String	<i>Through the heat of the moment, you decide instead it is a better idea to throw your weapon at the enemy. Either that or you had an aneurysm. If the enemy is within 15ft, make an improvised attack roll using your entire weapon. Otherwise your weapon is now 15ft away.‡</i>
<b>15-16 -</b> Shrapnel in the Eyes	<i>You take aim irresponsibly. The projectile hits a nearby rock, tree, or other obstacle. Bits of metal, dust, dirt, or rock are thrown into your face. You have disadvantage on ranged attacks on your next turn. You have disadvantage on perception checks requiring sight for 2d4 turns or until you receive healing.</i>
<b>17 -</b> Ammo Be Free!	<i>You make an awkward flurry of movements and your ammunition's container is spilled. Everything you'd normally consider a proper fit for your weapon is on the ground around you, falling away. You have the choice of using your reaction and making a DC 14 Dexterity (Sleight of Hand) check to reduce the impact of this fumble and doing nothing. If the check is passed, only half of the ammunition falls.</i>
<b>18 -</b> Bodily Fissure	<i>You have a sudden peril in body and mind. The last shot took everything out of your vigor. If your AC is aided by a Dexterity score, recalculate it as if you have a +0. This cannot increase AC. Make a DC 16 Constitution check at the end of each turn. This effect ends on a success.</i>
<b>19 -</b> Armlocked	<i>You relax as you let your projectile free. You then start to panic as your arms stop responding to your commands. They seem... stuck. Make a DC 10 Constitution saving throw. On a failed save, you cannot make another attack action for 1d4 turns. Make another saving throw at the start of each turn to remove the effect.</i>
<b>20 -</b> Wasn't Ready for That	<i>The target made a sudden impeccable move you weren't ready for! You cannot concentrate on the task at hand as this combat is overtaking your senses. Make a DC 10 Wisdom check or lose the attack action on your next turn. If you are able to cast spells, you cannot on your next turn and you lose concentration of any spells.</i>

*\*If the item is magical, re-roll this Fumble.*

*‡If the weapon is magical or otherwise of great value, it is probable that the weapon is thrown to a safe location for re-equipping and is not destroyed nor lost. This is to the DM's discretion.*



# Spell Attack Chart

d20 Roll	Fumble
<b>1 -</b> Magic Recall	<i>You somehow put more energy and ability into this attack than is seemingly possible or sensible. You lose one spell slot in addition to the one already used. This spell slot is the lowest of what you have remaining. It cannot be of 5th level or higher. If you have no applicable spell slots, nothing happens instead.</i>
<b>2 -</b> Unintended Target	<i>You overextend your abilities, perhaps from rage, perhaps from exhaustion. Make another attack roll against a random target within your spells range in the same direction. This target can be foe or ally. If there are none, you only miss instead.</i>
<b>3 -</b> Frightening Power	<i>You feel fear as you realize that your attack is about to implode onto yourself! Roll damage instead at the lowest slot level, but still expend the same spell slot, and take the rolled damage.</i>
<b>4 -</b> Delayed Intentions	<i>You muster the needed energy to cast this spell, but you feel a serious lag throughout your body. The spell disappears into nothing and is not cast on this turn. Instead, the spell will trigger in 1d4 turns. You cannot stop the spell from being cast. You have disadvantage on the attack roll and may not add your spellcasting modifier.</i>
<b>5-6 -</b> Component Misfortune	<i>With this last attack, you knock your pouch over and all of your spell materials start to fall to the ground. Make a DC 12 Dexterity saving throw to avoid spilling all of your items onto the ground around you. A failed save results in all material components being spilled on the ground. If you wish to cast a spell with a material component, you must first use an action regain your items.</i>
<b>7-8 -</b> Constrained Gestures	<i>You discover it hard to hold your focus or perform necessary components properly for the moment. Any and all attacks on the subsequent turn will be made with disadvantage. AOE spell attacks will result in half damage. Any spell that is not an attack or AOE must be accompanied by a roll of 1d4. A 3 or higher results in the spell failing.</i>
<b>9-10 -</b> Flying Feet	<i>You trip yourself up with excessive movements. It becomes fickle to find proper footing. The first enemy to attack you will do so with advantage.</i>
<b>11 -</b> Shy Magic	<i>You are about to let free your attack and something cold inside you denies this request. You lose the ability to perform spell attacks, including AOE attacks, for an additional 1d4 turns after this one. You regain the spell slot which would have been used for this attack, however.</i>
<b>12 -</b> Mind Malfunction	<i>You have overly focused and abused your mind. All spells or ability checks requiring your used spell casting modifier ability score will be made with disadvantage until a short rest or long rest or you receive healing.</i>

d20 Roll	Fumble
<b>13-14 -</b> A Terrible Strain	<i>The spell(s) you are focusing on becomes too much to handle with this last attack. The feeling reeks of pain throughout your whole body. Any spells you are maintaining concentration on fails. You cannot cast these spells again until a short or long rest (or 1d4 hours).</i>
<b>15 -</b> Banged	<i>You channel the magical energy and as you give your release something doesn't feel right. An incredibly bright light explodes in front of your eyes. You and anyone within 5ft suffers from the Blinded status effect for 1d4 turns, the effect ends on the start of the final turn. This fumble has no effect on creatures that can use blindvision for sight.</i>
<b>16 -</b> Healing Hands	<i>Regardless of whatever you were trying to do, the arcane takes over for a moment. The attack is now a hit, but heals the target 1d4 + your spellcasting modifier instead of the intended effect.</i>
<b>17 -</b> Spelleportation	<i>You misspeak, mis-gesture, or otherwise cause yourself to cast a different spell than intended. You've at least heard of teleportation magic, but never like this. Roll a 1d4. On a 4, you are teleported 20ft in a random direction, including upward, to a location not occupied. On a 1-3, you teleport 5ft away from a random enemy within 60ft. If you are already 5ft from an enemy, you are teleported to a different one. If no applicable enemies, treat the roll as a 4.</i>
<b>18 -</b> Bodily Fissure	<i>You have a sudden peril in body and mind. The last move took everything out of your vigor. If your AC is aided by a Dexterity score, recalculate it as if you have a +0. This cannot increase AC. Make a DC 16 Constitution check at the end of each turn. This effect ends on a success.</i>
<b>19 -</b> Spell Roulette	<i>You mix up your choice in magical selection for something else entirely. Regardless of intent, required components, or proficient knowledge you cast a different spell instead. This spell can be of any range, effect, or school. Choose a spell randomly from your list, limited only by the level the original spell was cast at and lower. The new spell has the same target. The spell misses if range requirements are not met.</i>
<b>20 -</b> Wasn't Ready for That	<i>The target made a sudden impeccable move you weren't ready for! You cannot concentrate on the task at hand as this combat is overtaking your senses. Make a DC 10 Wisdom check or lose the attack action on your next turn. You cannot cast spells on your next turn and you lose concentration of any spells.</i>



# Utility and AOE Spell Chart

d20 Roll	Fumble
<b>1 -</b> Magic Recall	<i>You somehow put more energy and ability into this spell than is seemingly possible or sensible. You lose one spell slot in addition to the one already used. This spell slot is the lowest of what you have remaining. It cannot be of 5th level or higher. If you have no applicable spell slots, nothing happens instead.</i>
<b>2 -</b> Feel the burn	<i>You don't pay attention to the mistake you made until it is too late. The spell you were casting starts to overheat in your presence. The spell fails and you must roll a d4. On a 1-2, take 1d6 fire damage. On a 3-4, you and any creatures within 10ft take 2d6 fire damage. Additionally, for every level the spell was cast at above 1st, add an additional 1d6 to the damage.</i>
<b>3 -</b> Boom, Big Boom	<i>The energy you put forth into your spell morphs into a powerful sonic blast. All creatures within 10ft take 1d8 thunder damage. This is audible up to 120ft.</i>
<b>4 -</b> Delayed Intentions	<i>You muster the needed energy to cast this spell, but you feel a serious lag throughout your body. The spell disappears into nothing and is not cast on this turn. Instead, the spell will trigger in 1d4 turns.</i>
<b>5-6 -</b> Component Misfortune	<i>With this last casting, you knock your pouch over and all of your spell materials start to fall to the ground. Make a DC 12 Dexterity saving throw to avoid spilling all of your items onto the ground around you. A failed save results in all material components being spilled on the ground. If you wish to cast a spell with a material component, you must first use an action regain your items.</i>
<b>7-8 -</b> Constrained Gestures	<i>You discover it hard to hold your focus or perform necessary components properly for the moment. Any and all attacks on the subsequent turn will be made with disadvantage. AOE spell attacks will result in half damage. Any spell that is not an attack or AOE must be accompanied by a roll of 1d4. A 3 or higher results in the spell failing.</i>
<b>9-10 -</b> The Forebodings	<i>Something doesn't feel right. You know this just cannot go well and need further preparation. The spell fails and you lose the ability to cast this spell for 1d4 turns if in combat, or 1 minute otherwise.</i>
<b>11 -</b> Uh-oh Necromancy	<i>Some far away diety or creature of great influence hijacks your spell. This is probably a sin. If there are any corpses within 120ft, 1d4 resurrects as a zombie (or otherwise undead) for 1d4 minutes. Your intended spell does not fail.</i>
<b>12 -</b> Mind Malfunction	<i>You have overly focused and abused your mind. All spells or ability checks requiring your used spell casting modifier ability score will be made with disadvantage until a short rest or long rest or you receive healing.</i>

d20 Roll	Fumble
<b>13-14 -</b> Body Morphin'	<i>You are very sure something is wrong. But now, * you * are whats wrong. The intended spell fails. Roll a d4. On a 1, you become completely invisible for 30 seconds. On a 2-3, you appear as if you are one size smaller for 1 minute. On a 4, two random ability scores are switched for 2 hours.</i>
<b>15 -</b> Banged	<i>You channel the magical energy and as you give your release something doesn't feel right. An incredibly bright light explodes in front of your eyes. You and anyone within 5ft suffers from the Blinded status effect for 1 minute if not in combat, or 1d4 turns in combat, the effect ends on the start of the final turn. This fumble has no effect on creatures that can use blindvision for sight.</i>
<b>16 -</b> Scaredy Cat	<i>Regardless of your intentions, the arcane is causing a deep fear inside. The spell fails and you now have the frightened status effect. The fear is caused by the most applicable object(s) or creature(s) that the spell relates to.</i>
<b>17 -</b> Spelleportation	<i>You misspeak, mis-gesture, or otherwise cause yourself to cast a different spell than intended. You've at least heard of teleportation magic, but never like this. Roll a 1d4. On a 4, you are teleported 20ft in a random direction, including upward, to a location not occupied. On a 1-3, you teleport 5ft away from a random creature within 60ft. If you are already 5ft from a creature, you are teleported to a different one. If no applicable creatures, treat the roll as a 4.</i>
<b>18 -</b> Open up	<i>Degenerate magic lives within you for the moment. The intended spell fails and instead the closest closed door, container, or lock within 60ft will unlock and open. This also causes a deafening sound to emit that is audible up to 120ft.</i>
<b>19 -</b> Spell Roulette	<i>You mix up your choice in magical selection for something else entirely. Regardless of intent, required components, or proficient knowledge you cast a different spell instead. This spell can be of any range, effect, or school. Choose a spell randomly from your list, limited only by the level the original spell was cast at and lower. The new spell has the same target. The spell misses if range requirements are not met.</i>
<b>20 -</b> Gift From Afar	<i>This is abnormal. Activate a Wild Magic Surge from the Sorcerer Wild Magic Surge Table. The intended spell fails. Can be found on page 104 in the PHB.</i>



# The Skills

Uh, oh. You are using the *No Roll is Safe* rule? Nice. Every ability and skill check is below sorted by **Ability Scores**. If it is a raw check (one not involving a skill), use whichever chart most closely relates to the fumble.

*Every now and then a Nat 1 will not actually be a failure after modifiers are added. Based on rules as written, you may not want to use the charts in those cases.*

## Strength

### Athletics

d6 Roll	Fumble
1 - Pulled a muscle	You overextended a muscle while trying to get that done. Choose a random limb involved (1d4). All checks, including attacks, that directly require use of the limb are done with disadvantage until you receive healing or take a short rest.
2 - The Cramps	The muscles involved in that one retracted in ways that painfully contradict each other. All checks, including attacks, that directly require use of the limb in the next minute are auto fails.*
3 - Poor Technique	You wedged, rolled, or crushed a part of your body while trying that. Take 1d4 bludgeoning damage.
4 - Butter Fingers	You didn't secure your inventory in preparation for failure. One random item from your inventory falls to the ground. Roll, or DMs choice. If the item is brittle or fragile, it is destroyed.
5 - Timber!	The object, creature, or item you were trying to manipulate falls in a very unintended way. Likely to your peril, but DM's choice.
6 - (un)Acceptable Loss	You make a dangerous mistake and your armor takes the hit that would have injured you. It is dented, unstrapped, tearing, or otherwise damaged. Your AC is reduced by 1. It will take up to 10 minutes to repair the armor and reverse the effect.

*\*This can easily result in the downfall of the PC(s) in a minority of situations, rather than just an increase of challenge. Duration can, and should, be adjusted if fair.*

## Dexterity

### Acrobatics

d6 Roll	Fumble
1 - Pulled a muscle	You overextended a muscle while trying to get that done. Choose a random limb involved (1d4). All checks, including attacks, that directly require use of the limb are done with disadvantage until you receive healing or take a short rest.
2 - Dropped on Your Head	You end up heads-down at the end of that flurry of effort... you drop whatever you were carrying and are now prone.
3 - Poor Technique	You wedged, rolled, or crushed a part of your body while trying that. Take 1d4 bludgeoning damage.
4 - Butter Fingers	You didn't secure your inventory in preparation for failure. One random item from your inventory falls to the ground. Roll, or DMs choice. If the item is brittle or fragile, it is destroyed.
5 - Flying Fists	Your technique crumbles and your body whirls around uncontrollably. Any creatures, items, and structures within 5ft take 1d4 bludgeoning damage.
6 - (un)Acceptable Loss	You make a dangerous mistake and your armor takes the hit that would have injured you. It is dented, unstrapped, tearing, or otherwise damaged. Your AC is reduced by 1. It will take up to 10 minutes to repair the armor and reverse the effect.

### Sleight of Hand

d4 Roll	Fumble
1 - Spiked	You badly damage what you are fiddling with. Nice job. If this is a lock, the DC required to pick it increases by 5. If not, the item you are touching falls to the ground, or otherwise, is damaged.
2 - Dropping Hot	A small error in your judgement leads to an undesired fall. A item involved in your move sharply falls to the ground and it breaks, shatters, and/or creates a lot of noise.
3 - Little Prick	You hit your hand on something sharp or pinch your smallest appendages. Take 1 damage (whichever type). Succeed a DC 14 Constitution check or yelp in pain. Loudly.
4 - Awkward Exchange	You definitely fail at what you were attempting to accomplish, but you also leave behind something, too. Choose a random item from your inventory that can fit in your hand. It is no longer yours in your possession.



## Stealth

d4 Roll	Fumble
1 - Tripping Hazard	You did not look where you were going and get tripped up on something in the environment. This makes a (big) bit of noise. You manage to not fall.
2 - Graceful Fall	You slip, trip, slide, or glide your way onto the ground with a nice, loud, <b>thud</b> . You are now prone.
3 - Toe Stubber	You make a quick and weighty move with your feet right into something solid. Take 1 bludgeoning damage. Succeed a DC 14 Constitution check or yelp in pain. Loudly.
4 - Free, Falling	You did not secure some of your equipment correctly. It drops free from your possession. One random item from your inventory falls to the ground. Roll, or DMs choice. If the item is brittle or fragile, it breaks, shatters, and/or creates a lot of noise.

## Wisdom

### Animal Handling

d6 Roll	Fumble
1-2 - Hands Off	While trying to calm the animal, you move your hand in such a way that angers it, and it bites, swipes, kicks, or otherwise takes a hostile action towards you. Take 1d6 damage (whichever type).
3-4 - Smooth Moves	You do your best to show you mean no harm. The beast didn't see it that way... and took it personally. All future Animal Handling checks towards this animal are done with disadvantage for 24 hours.
5 - Kill Order	The beast takes what you were trying to say the wrong way and makes an attack action at a random creature within 50ft. This can only be yourself if there are no other creatures in range.
6 - Boring Presence	Your attempts have resulted in the beast growing awkward and bored of you. It tries to avoid eye contact and attempts to find something else to do. This does not apply for any creatures in your company.

## Medicine

d4 Roll	Fumble
1 - Forceful Care	You stumble a bit while trying to ease the wound, causing minor pain. The target takes 1d4 damage.
2 - Ramshackling Hands	You make a bad mistake that you'll have to spend some time fixing before you can get anywhere. All Medicine checks towards the target will have disadvantage until one succeeds.
3 - Losing Hope	You fail in a way that effects the target's soul. That is pretty deep. If the target is making Death Saving Throws, those will now be made with disadvantage until they are stable. Otherwise, the target takes 1d4 damage.
4 - Death's touch	You forget all training and knowledge of medicine, if you even had any in the first place. You fumble, stumble, pull, and push in terrible ways. The target must succeed a DC 14 Constitution saving throw or have their max HP decrease by 2d4 until a long rest. Roll on this chart again.*

\*This Fumble cannot stack.



## Where are the Rest?

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Unfortunately, the effect a fumble would have for the remaining skills are too based upon context of the situation. Especially checks using Intelligence and Charisma.

These situations would usually end up being jokes, and that isn't the goal of this document. We believe in you DMs out there to come up with what makes sense :)

# Credits

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# PLEASE FUMBLE AGAIN

You Fumble, you Lose. The Rules are Simple.

Thanks for checking out this project! You can find this and future projects on the [howaboutStreaming DM's Guild page](#)! You can check out [@howaboutTweeter](#) for updates on new content and more!

Your support is appreciated,

Happy gaming!

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